

CREED'S CODIX PLAY-TEST MATERIAL

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- Send an email to brendan@knightvisioncreative.com

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FEATS

AMPLIFIED RISK

When you force a creature to make a saving throw, if they roll a 1 on the d20, the following applicable effects activate for that specific usage:

- If a target has immunity to the damage type, they take damage as though they only had resistance
- If a target has resistance to the damage type, they take damage as though they do not have resistance
- The duration is doubled
- If subsequent checks are required, they are made with disadvantage

ARCANE CONVERGENCE

Prerequisite: Spellcasting or Pact Magic feature, character level 4

When you cast a spell of 1st through 8th level, you can choose to tap into the power of convergence. This allows you to gain the effects of the spell as though it was cast one level higher. You must then roll on the [convergence table](#) to determine your mental accuracy. You regain the use of this ability once you've completed a short rest.

AUGMENT ADEPT

Working through the complex formulae, you learn one Force Augment option of your choice from the summoner class. Your spellcasting ability for the augment if required is Intelligence, Wisdom, or Charisma (choose when you select this feat). If the augment has a prerequisite of any kind, you can choose that augment only if you're a summoner who meets the prerequisite.

Whenever you gain a level, you can replace the augment with another one from the summoner class.

CHILD OF CHAOS

After every long rest, your body undergoes a random transformation which can increase your stats above 20. Roll a d6 and make the following change.

CHILD OF CHAOS

D6	Change
1	Increase your Strength ability score by 2 and gain advantage on athletic checks
2	Increase your Dexterity ability score by 2 and gain advantage on a Dexterity based skill of your choice
3	Increase your Constitution score by 2 and gain advantage on concentration checks.
4	Increase your Intelligence score by 2 and gain advantage on an Intelligence based skill of your choice.
5	Increase your Wisdom score by 2 and gain advantage on a Wisdom based skill of your choice
6	Increase your Charisma score by 2 and gain advantage on a Charisma based skill of your choice

DEATH DEFIANT

You refuse to pass quietly into the void and have undergone a dark ritual.

- You make death saving throws with advantage.
- If you die, your shadow gains your sentience and the statistics of a shadow which you control on your turn. It lasts until it drops to 0 hit points or it kills a creature, at which point you gain 1 hit point, regain consciousness, and your shadow reverts to its previous state. The shadow has additional hit points equal to twice your level, and its attack and damage rolls gain an additional modifier equal to your proficiency bonus.

DUAL SPECIALTY

Prerequisite: At least 3 levels in a class that gains access to 9th level spells and at least 3 levels in a class that does not.

You have split your focus, pursuing both your martial prowess and spellcasting capabilities.

- When you take damage, you can use your reaction to infuse your body with magic negating damage from the triggering attack equal to your proficiency bonus.
- When you make a damage roll, you can use your reaction to combine your arcane skill with physical capability to deal additional damage equal to your proficiency bonus.

ELEMENTAL SUBSTITUTION

Prerequisite: Spellcasting or Pact Magic feature

You've delved deep into the arcane nature of the elements and have determined how to manipulate them to meet your needs.

When you cast a spell dealing Acid, Cold, Fire, Lightning, Poison, or Thunder damage you can change the damage type to a different type from the list.

EXOTIC EQUIPMENT PROFICIENCY

Prerequisite: Proficiency with armor and/or weapons

You have trained to master the use of exotic equipment, gaining the following benefits:

- Your existing armor and weapon proficiencies now extend to exotic equipment of the same type
- You have advantage when making a check to determine the origin, usage, or similar detail about armor and weapons

FERVENT BELIEF

Once per turn when you heal an ally with a class feature or spell of level 1 or higher, you can smite one enemy you can see within 60 feet as a reaction. The target takes radiant or necrotic damage (your choice) equal to your proficiency bonus.

JUGGERNAUT

You are extremely difficult to control. You have advantage on any saves or checks to resist becoming

blinded, charmed, deafened, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, or unconscious.

MARTIAL CONVERGENCE

Prerequisite: Character level 4

When you take the attack action on your turn, you can choose to tap into the power of convergence for one additional weapon attack. You must then roll on the [convergence table](#) to determine your mental accuracy. You regain the use of this ability once you've completed a short rest.

RELIC HUNTER

You have devoted substantial time to the pursuit of lost artifacts, ancient secrets, and the mysterious resting place of relics lost to time.

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Any checks made in relation to finding treasure you make with advantage.
- With 8 hours of work and access to appropriate materials, you are able to decipher information related to a lost relic. You may have uncovered the next clue in a series, found an obscure reverence in a text referring to a magical item, or similar information which is provided by the GM.

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